

For strength, speed, and that healthy reptilian glow.





It's GEX your bug-munching, tongue-lashing alter-exp. Oh yeah, we got Hungry-Man portions of pop-culture cheese all right. With late night TV freaks like Gamera and Flatulence Man. But it's our special sauce-over 300 hilarious one_liners and sound effects from HBO comedian Dana Gould-that give

So forget about good taste. And go with the skanky bug du jour

GEX major attitude.

instead.









NEW ror Sega Saturn™ and the PlayStation™ game console.









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A MUSTINGPORT PRODUCTIONS
ACTION COMMITTE THE SINCE CARRY DAY
THE CARRY AND ALL OF ORD READERS

AND A MEMBERSH APPLES AND INTERNET HIS INSING 1070-2020 We now return you to our requirely scheduled E-Zees. Walcotta, in the Nevertheel issue of SameFan. servicious about of thousand lines of SameFan. Beneaf on his aftering these is possible, allow with a rather impositions on the Japanese seasoning states. A deater also date of the third groups on the cost impost lead you also date of the third groups on the cost impost lead you to believe the School is the feed that you extension have

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set would not liveve to the UX. In make monters were, much of the lone, by the lines of Japaneses general markets you. If I have refind the American concentration. The case severally damage a parel's most. He must well-published example of this was '30' Senic. Ch. The monterial incline securities have reproduced with inference mustic resulting in our multi-monter dependent with inference removed in Japanese must resulting it was implicated exhipting it were included based on projected salese figures, as is then cannot constitute in the UX. Thus Principles in monterior colorypy in proceedings in the UX. Thus Principles is restricted colorypy.

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AMERICA'S LARGEST KILLER OF TIME ZOOP - YOU MAY ALREADY BE ADDICTED







Output of the Heart (gallons of blood per minute) when man is:













The steges of Zoop (what to look for)



Known carriers of Zoop











causing irregular:



rays leads to one's demise)

It looks like a harmless video game until it enters the bloodstream and mixes with your DNA. In order to eradicate this affliction we must learn its moves, understand its thinking and onticipate its next move. Only then can we begin to battle and conquer this killer.

6) 1941 Vicinia himmation by Japp is a trainment of tensor biteratural legs All Sight Stanzard Policeath Span INS, Gara Bay and for effort and on experience of the option of the standard and a span increases from the legs and produced and the span increases from the standard and a post increases from the standard and a span increases from the span increases from the standard and the span increases from the standard and the span increases from the span increa

The flying is so realistic it'll actually create

a sonicre

Doom S. (In your shorts.)





PlayStation

Get ready to blow through barrel rolls faster than a bad burrito blows through you. Secause you're strapped into the cockpit of WARHAMK, the only fighter plane that gives you true 360° movement, It's just you, your and the wild, blus vonder. You can hower in mid-air, dive in any direction, even devour loop-the-loops at Mach 7. (Warning: air sickness bag not included.) Your mission, should you choose to accept it is to battle the madman Kreel through six different 3-D worlds before he grabs encuch red mercury to destroy the universe, With Swarmer missiles, Plasma cannons and Doomsday bombs, you've got more

all over you in the air. Just don't throttle back

too fast. Or you'll wish you'd brought along an extra pair of boxers.

firepower than a state militia. And you'll need it, because while tanks are shelling you from the ground, bogevs are swarming









PAGE 87, 92







PAGE 82





and Earthweem Jim 2 pair up for one spectacefar covert (with a little help cherished artist Terry W.1 Roth

mes are so cool we had to tear the



PRIMAL RAGE

PAGE 76



POSTMEISTER

137



- Killer Instinct SNES DKC - SNES
- Chrono Trigger SNES
- Final Fantasy 3 SNES Daytona USA - Saturn
 - Virtua Fighter Saturn MK3 - Arcade
- - Panzer Dragoon Saturn
- Street Fighter Alpha Arcade 10. NBA JAM T.E. - SNES

ELOPERS

MITTER STEELS SYTHIS

1. Robotron - classic areade 2. Street Fighter Alpha - arcade 3. Virtua Fighter Remix - Saturn 4. Viewpoint - Neo+Geo 5. Super Smash TV - SNES

READERS' MOST WANTED Killer Instinct 2 - Ultra 64

- MK3 SNES
- DKC2 SNES
- 4. Tekken PlayStation 5. MK3 - PlayStation
- 6. Virtua Fighter 2 Saturn
- 7. Yoshi's Island SNES 8. StarFox 2 - SNES
- 9. EWJ2 SNES 10. Final Fantasy 7 - Ultra 64



6. Thunder Force III - Genesis 7. Mappy - classic arcade 8. Rayman - PlayStation

9. Virtua Cop - Saturn 10. Mr. Do - Neo+Geo



Yosh's Island- SNES

Killer Instruct - SMES

Yosh's Island - SNES

3. Street Fighter Alpha . A

KOF 95 - Nen Gen

Jumping Flesh - PlayStat

S. Street Fighter Alpha - Arcs



7. Toy Story - General 9 WWF Wresternarea -10 Off World Int. Extreme - Saturn

Durfostalkers - PlayStation 7. Mano Clash - Virtual Boy Chrono Tingger - SNES 9 FW.12 SNES 10 Sans Rety - Saturn

6. Tekken 2 - Arcade 7. WWF Wrestemania - PlayStati Rayman - PlayStation 9. D's Diner - Saturn 10 Super Street Fighter 2 / SNES

1. Yneh's Island - SNES 2. Street Fighter Alpha - Arcade 3. Resident Evil - PlayStation 4 KDF 35- Neo Gen S. Loaded - PleuStation Street Fighter Alpha - Arrado

2. Yoshi's Island - SNES Tekken 2 - Arcade Wipeout - PlayStation Chrono Troger - SNES

Tekken 2 - Arcade

Lover Section - Saturn Philosoma , PlayStebyo Resident Evil - Play

7 Marvel Superheros - Arraris 8. Tekken 2 - Arcade 10. Clockwork Knight 2 - 5 7 EWJ2 - SNES

8. Rayman - PtayS 9 DKC2 SNES 0. Sega Rafy - Saturn Sonic Wings 3 - Neo Geo

Yoshi's Island - SNES 8 KOF 95 - Neo Geo g . FirePro. Gai Den - Si



Second Prize: Your choice of one of the Picks of the Month in Viewpoint.

A FREE year of Dieherd Game Feni Drawing is limited to One (1) entry per person per month. Drawings will be held on the 21st of each month. The three (3) womens will be noted by mail and listed on this page. For a complete list of rules and regulations write Gaste-Fan Too Ten with self-addressed is stammed anywhere.

Suite 210 Apoura Hills CA 9130



EXCLUSIVE INTERVIEW: HARDWARE ENGINEERS

grade is on the b

Not the same path that 3DO was on.

were on the path for the software and hardware architecture, and the machine that Opera would be, with some modifications, as installed by the people who came after us.

proper les communications and proper les communications and communications are communications and different about the communication and communications are communications and communicat

PowerPC. This will put you on tha mep in the consumer electronics creze, and gee, if you'll

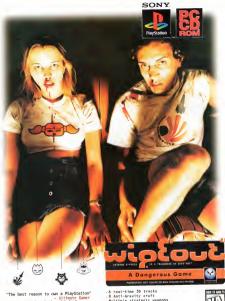
PowerPC

a partivetarip all worked out, when it that nobody else did, was recognize the bit Nintendos of the day and 18-bit Se coming out can only take you so far, technology can take you so to far that. If was a quantum leap beyond 65 68,000°s. Just the idea of deing some that was the origin of NTG. Now, or

are working on software.

The You first you cannet but the [of course out of 509, 50] but Opera came out of \$509, 500 ft. 20] but Opera came out of \$509, 500 ft. 20] but Opera came out of \$509, 500 ft. 20] but Opera came out of 100 ft. 20] but Opera came out of 100 ft. 20] but Opera came out Opera came ou

Contract On Page 64



"Wild, stomach-twisting driving"

- Game Pro "With WipeOut, the future really is now"

- Die Hard Geme Fan . Multiple strategic weapons · Link-up cable option

. Cool sounds & FX · Totally killer graphics



IONE Skye ON SATURN:

"LABELS ARE TIRE!

Bits. Polygons. MIPS. Labels. Sega Saturn
TREY'RE AN EASY WAY isn't about labels. We could spend all day talking about how it shares the

same architecture as \$20,000 FOR LAZY PEOPLE TO
arcade systems, and how Sega Saturn pumps the
DEFINE YOU VITHOUT hottest excede thise straight to
War refinesh for a fraction of the cost. We could

go on and on about EVER REALLY KNOWING YOU.

how its gameplay experience grabs you and pulls you in, but all those words still don't tell you what the



Sega Saturn experience is really like.

ACTRESS.

To understand that, you have to find out for yourself. SOMEBODY'S DAUGHTER, Don't be lary.

Don't accept somebody elser's definitions.
Even ours, While we use SOMEBOU'S WIFE.
phrases like "this best games are only on Saturn," and
THAT DOESN'T EVEN "this Christmas, sega
with have the most electrifying library of eachsolve
games on the glanet." BEGIN TOTE!! YOU

you should form your own opinions from first-hand experience.

WHAT I'M ALL ABOUT."

Then you'll truly know what it's like on Saturn.

SEGA SATURN



Hand To A Legal Where Chesters Prosper...



The Orani The winner will receive a free passe console of his or her choice. Their AIY pame console PayStation, Saturn, 300, Japuar or 201



Send in your carins. need, but, a mirk. We'll held me' over and chairs one grand prize winner each menth Carlest cannel come in our a province to published US majazaire. Winners will be drawn ouch menth and displaced horn in Hocust Peers, the only place where Chesters prosper. (Curront subscribers who win a sub.

CONGRATULAT
To this mosth's wineers:
First Defen-

Howard See Le Crescente, CA. Second Prize: Mork Buchs Akren, DH. Third Prize: Ckristopher Friedberg seconds

Hocus Pocus 5137 Clereton Dr. Suite 210 Ageura Hilla Ca. 91301 Kirby's Avelenche / SNES: Extra options, menus. To acquire some more options, press and hold B, X, end Y on controller 2 et

oller 2 et the 2. resul the

game holding the first four end the other two buttons. When the geme resets, release the buttons end go to the options screen. Check ender "Special Gustom" end there will be mere options evallable.

-Peter Gibson, Edmundsion, N.B., Canada. Marie Tennis / VBoy: Play e super hard singles geme.

At the little screen, push L, L, R, L, R and select. You shoel hear e noise if the code worked. How you can play e special simples geme -Peter Petrone, Hazier,

.NBA Jam: TE / PSX: Hidden Features.

TONIGHT'S MATCHUP

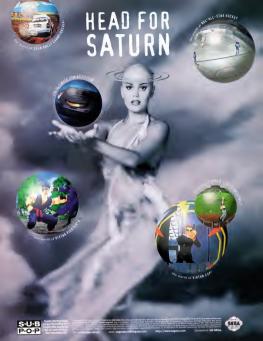
Enter all of these codes on the "Tonight's Matchup" screen. BIG HEAD MODE: Triengle, Square, X, Circle end keep on repeating.

UGE HEAD MODE: Triangle,



PDWERUP DEFENSE: Right, Up, Down, Right, Down, Up, MAX FDWER: Right, Right, Left, Right, X, X, Right, Left, Circle, Right, Left, Circle, Right, PDWERUP 3-FDINT: Up, Down, Left, Right, Left, Down, Up, RAIMSDW SHITE: Up, R

RAIMBDW SHDTS: Up, Down, Up, Down, Right, Up, Circle, Circle, Circle, Circle, Bown.





keep repeating entil the gen Mark Buchs, Akroe, OH

Megamen 7 / SNES: Gheuls N' Ghests mesic while pleying.

On the bess select screen, if Shode Man has net been deteated yet, piece the cersor en him. While heiding E, press Y and START simuliancessiy. Now Shede Men's stage will teature the beckground masic from Stage 1 et log Makaimero [Super Gheels N' Ghosts].

-Davin A. Erickson, Hentingten Beach, CA.

King Of Fighters '95 / Nee: Play as the basses.

Killer Instinct / SNES EYEOOL CODE. (All codes must be inputted at the VS. scre



r hyper speed. old right oed oil 3 hich buttons or hyper slow made. old left ond oil 3 peach buttons

for medium speed. Hold left and all 3 hick buttons for medium slew mode.

COMBO BREAKER ANY BUTTON. At the VS. screen bold down and start



At the character select screen pick Cinder. Thee on the VS, screen hold right, then push quich punch, gaich hick, figree punch, medium hick, medium nunch.

PEED CODE Call codes must be imported at the VS. screen)
There are 4 speed codes:

1. Held right and oil 3 pench buttons RANDOM SELECT

Held up and start at the character select screen.

Note: The Speed code will work in a 1 player game. Eut, to order for the codes in work in a 2 player game, both players must do the same codes at the same time. The only exception to that rele is

PRO ACTION REPLAY this code on your SNES PA



01991-95 ZOOM ALL RIGHTS RESERVED



BONUS GAME

Zero Divido / PSX: Play a hidden same of Phalanx. To play an edite pome of Phalaca (Te., the ed SIRE) semal), simply held down START and SELECT on the second controller while the earne leiknily looks. By and get a Highl SCORE for semething cost... possibly a ewer Character (birt, held;

When esked if yee want to edit teams, enier YES. After yee enier yes, when cheesing cherecters, held the start button and bewn-D. If yeu have dene the edit certeit, the besses will eppear at the middle of the street end yee can new cheese them es playable characters! -Hewerd See, La Crescenta, CA.

BUGI / Saturn: Lavel skipping cedes.

At the start/eptiens screen, onter B. A. B. Y. Dewn, Right, A. L. Dewn. You should now hear a "YIP!" sound if yee did the code cerrectly. New, when you've started e geme, hold the L but-

kip forward one level, er JOWN te skip backwards. -Christapher Friedburg, Bensalem, PA.



X-Men Codes

X-MEH 2 / Genesis NE / Genesis 99 men at start. Te give yourself 99 lives. se the game anywhere and hen press down and C at the same time. Then press Up,

Left, Up, Right, Right and C. -Buddy Ibarra, Newbury Park, C& edes to beg

"JUST MOWIN' Dudes down





An Experience from the REAL 3DO Zone", Lovie "The Worm", Ott

TE DOLLAR



"Crange Meany? I don't think so These took took are downright nostly! The dode took two to the chest, gift in half and kept on reckin! What'z a guy to do? I mean veries takin! Thanks on free. My heart's pounding and I'm which takin! Thanks the Malkelal (in chean) this board.

drippin' sveat. But I'm addicted. I'm clearin' this board 150 levels, monster twee, and screamin' pyramics. I'm goin' full-tilt, babyl See ya on the goid.













HEY, HEY, KIDDIESI WELCOME TO "THE "MALU" YOUR WALL" WHERE ALL YOU ASPIRING ARTHST GET TO HAVE YOUR WORK PLASTERID FOR ALL TO SEE, THIS MONTH RECEIVED 30 MUCH SO THEST LATTIT'S HIPT TOO AMAZING SO MUCH SO THAT WE MAYE THE PIRES 6-WAY TEE MI G.R. MISTORY THE WINKER WILL RECEIVE ON EVEN EAST SECRIFICATION TO GAMEFAN AND A G.F. SHINK, KEEP THAT ART COMING. CAUSE WE'VE HERE TO STATE HERE TO STATE.





























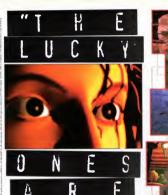














An Esperience from the REAL 3DO Zone", Dave "Bungee Boy", PA



"Lawa's not so luckey she's got to live the nightmare And I'm living it with her. We have to find out who her father went berserk and blenv away a hospital full of partients. Or how to escape the moving, wall of spikes

that's poised an eyelash away from her face. The lifeless boolies littering, this place aren't giving any answers. Graphics and sound so terrifying I got my back to the wall and the abovs propped shut. No sleep tonight. See you on the other side "

HOOK UP WITH YOUR NEAREST 300 DEALER OR CALL: 1-800 332-5368















Hit pedestrians, outcome police cars and set gunned down in a drive by shooting.

Finally, a game that shows what

really like





PlayStation ...











Keep your trig yo<mark>u're g</mark>onna

Asteroids and Missile Commander.



nastier L ka In Defenderes Joust's the either elegant to the burning









It's 25 levels of and ant-grabbut a

claver game, grand

Get a load of Off-world Interceptor Extreme the chaotic death-carade featuring wicked 4x4s and a blood-thirsty arsenal. Red-line across the galaxy's most intense. 32-bit texture-mapped terrain, switching on the fly between COCKTOIT.

and chase view. Careful, though, Grabbing

massive air could crush a kidney. Or two.

















































































Challenge a friend in the vertically split vs mode.

Stock up on missiles, mines, Upgrade your death dealer and extra men... or buy a new one.

Scorch 7









Gilt Sorrow









Atlantia Point









Bastion









Las Lunas























Forget about that intergalactic brotherhood CIAD. 'Cause with Total Eclipse Turbo the snace-combat simulation for the Sony

PlayStation", there ain't a heapin' helpin' of hospitality for light years. And with all those Squid-faced aliens storping in to party, you're gorna have to fire up your wicked welcome wagon and get this 32-bit

block party blazing.







'It's the most impressive PlayStation game yet's Next Generation

"A carnage-fillet crunch fest" Die Hard Game Fan
"The most realiste crashes we've ever seen"



"This is stock car raping on steroids" Bleetronic Gaming Wonfuly

Game Players





























































































No Pain, No Game!









SUPER NES GENESIS



















Here's an early gitingse of Virgin's new flight Ushooling game, Apile Warror FTJK, and forget properties of the english simple file and forget and the english of the english of the english gole your point of view between three per-cisives. The action takes place english enerties that place the english ment, suffer from a bad case of the week the english of the english ment, suffer from a bad case of the week the english of the english ment suffer from a bad case of the week the english of the english ment suffer from a bad case of the ment suffer fro

lly be a pro

sim department, a category headed the way of the corridor shooter... They have to be masterworks to make the grade. We'll bring you a review as soon as Black-Ops buttons it up. -The Stalker













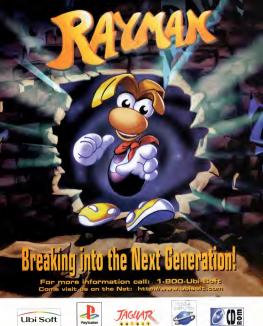


THE STALKER THE PS FINALLY GETS A MULTI-PLAYER FLIGHT SIMULATION GAME.











WE WERE WARNED HEADS NEW GAME DIDN'T REDEFINE THE



WOULD ROLL IF OUR ENTIRE FIGHTING GAME GENRE.

HOW APPROPRIATE.





















Here's the first look at Vic Tokai's new (end first) entry in the ever growing 3-D potygon based fighting calegory,































RTING IS SUCH EET SORROW

NO SYMPATHY FOR THE SYMBIOTER ANXIET





Versom^o has been violently split from his living costume, spawning tive deadly alien Symbiotes. In fierce two-player action, Venom joins torces with arch-enemy. Souder-Men? to lace the new strein of evil brought to life by chilling computer-rendered graphics. Between the merciless Jury and ewesome affice like Ghost Rider and Daredevil, Venem's out to part his Symbiote offspring from their newfound lide!

SUPER NES"



A (laim



ChronoTrigger.





It's about time.

YOU ARE HERE



trasy meets time trevel.
From the creaters of the
scooleimed Finel Fentasy'
series. Cherecter designs
by Akirs Torlyams. 32
mees, 10 andings, 70-plus
hours of game play.



THE END OF TIME.

minorphy System says the Official Study ore region 1991 fighteening of Aprentics (rej. All frights rises region 12















Virtuo Cop, the pure gener for propile who th'ought they have an example, in finally coming bone. They they the vertical was a finally coming bone. They they they are the are they are the they are they are they are they are they are they are the are they



trust me, this is closured to get without natural the builtery Salam Wirst Cop usely manipulates a great many texture mapped purpose characters with speed and great, makes the note and Salam VF look almost primitive. Things are indeed moving text in terms of averages development. If you haven't just you've missing out on any of this year's best policings. These a nothing his work large on the Virtue Cook markets considered

walking up to a Virius Cop machine, plenting, in your 2 locks to play a bug player game, an alone with a gen in each hand, shooting him draft of people (well, polypon people). So, if you want to feel the thrift of real policwerk (i.d., killing 2004 soople and taking down an other crisinal syndicate in order half as the late of the control of the control of the late of the control of the control of Virius Cap is, and to come and by year's and, on my brigger Barger's already starting to lich.

















beat-seeking Sidewinder mis-th fear, alerted you to the danger the series alone may be assumed and the cases of the case

SEGA SATURN

If you have to complete this all-but insurmoentable task is rest either advenced fishes Fire offstee heticopter, you exhibit as pital and the desultrait confenence the US subject of Black of fire to be long sign, the sign some of Subject of Black of fire to be supported by the sign some of Subject of Black of the subject of the PC. Meck in my existence, Black fire downwhich for the PC. Meck in my existence, Black fire long that the Subject of Subject is subject to the subject sign of the Subject controller's buttons (instead of a bwa-button synthick and whole keyboard), you have com-

and command bankers. Only the most accorded (1989) will use were the helphy difficult painer. (If you depenyable will use you the helphy difficult pains of the pains of their bank become many of these findings in minimized. Duri ever all the term many commiss of control 1992 were a fully three climate climate learner response playing billion. They'll have the cross-ter control between response playing billion. They'll have the cross-points. Then't a some partly had not ever the paparating had you'll have tillfle limits a mindica.

As the actives often you will not be queue, the gamestry is ba-limperstance accountract.

mission

impressive aconditrack.

This game's inherent difficulty and re-draw problems may be drawhacks to room, but I highly recommend this bits to those choppers sim freaks out there who edore a tough game. It's far toe addicting to pass up!

-The Statker



OF PLAYERS - ONE

THE STALKER























SEGA SATURN















SEGA SATURN LOPER - CHYSTAL BYN.

1-2



of which is a well-known of the process of the con-ception of the control of the control of the con-ception of the control of the control of the con-ception of the control of the control of the con-puting of the control of the control of the con-trol of the control of the con-trol of the control of the control of the con-trol of the control of the control of the con-trol of the control of the control of the con-trol of the control of the con-trol of the control of the control of the con-trol of the control of the control of the con-trol of the control of the control of the con-trol of the control of the control of the color of the con-trol of the control of the color of the con-trol of the control of the color of the con-trol of the control of the color of the con-trol of the control of the color of the con-trol of the control of the color of the con-trol of the control of the color of the con-trol of the control of the color of the con-trol of the control of the color of the con-trol of the control of the color of the color































Here's a game that I'm



chains Cept 3 Mills.

Arm. Palment direct
Arm.

And other hombard born with gun fix or be a wideled shot with 3 gun fix or be a wideled shot with 3 gun fix or be a wideled shot with 3 gun fix or be a wideled shot with 3 gun fix or be a wideled shot with 3 gun fix or be a wideled shot gun fix or be a wideled shot gun fix or be a wideled shot gun fix or be a wideled should be a wideled should be a gun fix or be a wideled should be a

and of calastropholosis. What pazzies me is why Wing Arms is not set for US release entil leter this year, when it came oet in Japan weeks ago. Surely, no tweaking is necessary or world be welcome here. Nevertheless, when it does tly into stores, nab one! Wing Arms is now the serial warfare game to beet. -E. Storm

















And they will come. Then you can them.



tou're everum by mobs of rasenous Hoodings, each blessed with huge, colon-blasting appetites

35 moutes of under explains how pass-boy Chauncey saves the King and is rewarded with the old man's Goothwacker Ot's a sword.





Forget about fields of dreams.

With The Horde, it's more like
little slaughter-house on the prairie.

See, we've in ected arcade-style.

belly-slitting fun into that sleepy-ass commune you call home. And between digging death pits and

hiring archers, enjoy some serious, gut-popping swordplay. 'Qause man, these neighbors really Dite!















e. There wasn't e lot of development knowle carryover from 16-bit to 32-bit, but there's a to be e lot of carryover from 32-bit to 64-

M2 is so close to Opera, in terms of funda-ntals, that it took longer for one of our hard-were engineers to welk scross-the periong to than it took for the top of the kernel of an Opera program only M2. M2 is very stable. Usually, you'd assume it would take mor

assume it would take months to port a program.

GF: How did you see 3DO's technology changing when you first created it?

BJ: We made sure the basic system was very solid, but we knew we couldn't enfor-pate everything that would happen in the future. So we

included all these different himent-ready ports that could connect to sms. MIDI keyboards, stuff like that so if the out ended up migrating into that kind of

And that never really happened.

If we hadn't included the expansion nor wouldn't be able to do M2.

in retrospect, are you happy with Opera, or you think to yourself "If only we'd done this r games could have had twice as much par-

flax' or whotever?

S: Obviously we've found all kinds of things to could have been better and we're doing sem all in M2.

N: Opera is by no means perfect. Christmas met and a product must be met and a product must be done, and we had limited money to must be done, and we had limited money. d we made mistakes. Life goes on, and Ma will be bette

2: Multimedie or Games?
F: Opera was inthely touted as a multimedia achine learn dor specifically a game machine, inch played of kinds of CD products, from futaliment in soorts to action to 3-D, de poccusty during the early going, there was a reception, among gamers that because both in furnitivers and softwere was hying to be too verse and meet too many needs, it was too sak in certain game-specific ereas such as attorm games. Was there a specific philosoy with Opera's hardware develop ake it multimedia-friendly?

ke if multimedia-friendy?

It in the beginning of Opere there wasn't any scicle connection to multimedia stiff, but we've of D mechine with good, proper 16-bit audio output, and has a CD player as its ut, and has a farme buffer with memory and operation copability, surprise, we can play off CD's, short of CD's, and video CD's. So or was that appect of yes, its multimedia.

art of whet went wrong was people touted it as nuitimedia. Nothing was missing from the orig-nal design to make it multimedia, but we did hing to make it multi

-I. As ler as positioning the product is con-rried, there was e certain element of not went-ted to be just a game machine, and part of that is the initial price point, end we were going in w places - that manketplace hadn't been fined yet. We tried this to justify the price int, and then we decided. "Let not justify the op point, let's change the price point and us on something people really care about remely fast games with lots of video and ely fast games with lots of video and It took us a while to get there, but we The thing that will drive the sales initially of will be cool games... and then, there may be nedial things our develo

come up with our Gex and our Soccer Kid. I was astonished no developer in the beginning said, "Fil do one of those just because," but

said. "It do aire of those just because, as the control of the control of the because in the development of these blues grand makes all the development of these blues grand makes and the control of the control of

Tech Details

Please tell us about the most important
chal espects of M2 which will positively effect garmies.

TF: M2 is going to make real 3-D interaction possible in a legitimise fashion. None of the muchines taday really create e completie environment. With some of the competitive muchines, the objects and optigons look feet. JS: For instance, on M2 you can have e light and the competition of an object and part as the competitive machines, the objects and optigons to the competitive machines, the objects and optigons to the competitive machines and the competition of an object and as the competition of an object and a

or no inserting of an acy you can have a light surror reflections of an object and as the object lows the reflections change. The M2 hard are supports that, and while you can do any ling in software, it is too slow it doesn't hap an in real time. pen in real time.

TF: You can theoretically do gouraud shading on any platform, but if you're trying to sustain 30 frames per second animation, you have to do it in hardware, which M2 does.

JS: Another example is mip-mapping, which is obest to appropriate when you work to be in order to appropriate when you work to other to appropriate when you work to other to appropriate the state of the second to appropriate the second to app

The M2 team built those capabilities - the mapping, the filtering, the Z-buffering - this mip-milipping, the mileting, the 2 duties of mean is a collection of words that might not mean much to readers, but the end result is how real-

isn't too heavily weighted toward ut it reached that happy medium GF: How much is M2 like an SGI machine or a high-powered computer? high-powered computer? IS: We didn't just do these things the way that cause if we did, it wou

e high-end workstetion. We didn't cheat either, we came up with now end unique ways of doing mathematically the exact same thing, but with fewer steps... and using the best technology. tewer steps, and using the best commonly possible to do it. Example, a graphics work-station can do at its busing-point calculations work-station can do at its busing-point calculations. For the steps is the steps of the st

fectly fine for graphics, and it can sustain a float ing-point processing rate which is faster than a

Perform.

St. By you just say we're doing 32 instead of 64, you would get the some content embersaries on the part of the some content embersaries of the part of the some content embersaries of the some content of the part of the some content of the part of the some content of the some

end they're not comple a mathematical quirk.

GF: Not to trivialize all this, but the other ne cir. Nor its trinslates all this, but the other new systems often have problems with "pop-up," where graphic churks just pop into view in cer-tain racing pames. It floating-point relevant to that problem?

35. Floating point numbers are nice and con-tained. He when you get to infinity, they don't not back eround. If you have e fixed point num-

roll Back around. If you have a fused-point num-ber that a st infinity and very large, and you add one to it. It becomes e tiny number. TF. Therefore the other systems don't have the horsepower to process their entire database to their race track, so they have to do some soft-ware tricks to determine what dojects are likely ware tricks to determine what dojects are likely to be in verw, based on the player's position. and they have to throw awey as many obje as possible because they don't have the hor

power.

35: We have a hardwere Z buffer which keeps track of where, and how near and fer easy from you everything is, so the hardware can render things and decide what should be there and what should have the control of control of control of the control of the control of control of the cont

All, in the control of the control o

Can the M2 do real-time anti-aliasing? RJ: (after some discussion) The answer is yes (laughs) There are two kinds of anti-eliasing

flaughth. There are less intrice of and elizable There's one, where you're taking an image and portion it agreet the background and you went county flexible the odground and you went of the odground and the state of the ground but looks like it's ready part of the soone... yet, we can do that. There's another lond, where the internal sinage losel moves seen it from different anyte, deep on views and staff, to it gets close to distortion, their bord of and stated and the state of the state of and stated and the state of the state of and stated and the state of the state of the state of the state of and stated and the state of the state of

away you are... can we do thet? Yes. So the answer is e simple yes. DN: Can you do the goll club? RJ: You mean where you're fer away from a goll club and it doesn't ficker in and out of exis-tence? Yes.

DN: Cooll RJ: Or the car antennae is another exemple

where a single pixel car entennae stocks up in the air. With less powerful systems, that pixel would flicker in and out of existence as you go closer, but with ours it doesn't, it just remains

sees and embodin.

JS: We've already eaid mip-mapping, texturing, and rotation don't gost you performance by themselves, some kinds of anti-aliasing won't cost any performances, other types bring up the cost any performances, other types bring up the CS. Morally and CS. GF: What about M2's sound hardwere, is it more sophisticated than Saturn or PlayStation?

RJ: The Opere's sound hardware is eccuelly

RJ: The Opera's sound hardware is eculely better than the PSXI JS: M2 is a substantial advance over Opera. JS: M2 is a substantial advance over Opera. GF: What part of Opera is achiety used when an M2 is efficient, other than the CD drive? TF: The exect configuration of the M2 upgrade are than the M2 in the M2 operade are than the M2 in the M3 in the

hardwere company, so some mey choose to use more of Opera's functions, and some may choose to use less. This wouldn't effect game-

w Would M2 Hendle VF?

Looking at some of the most popular mes on other platforms, how could they be ter on M2? effer of the control of the control

if that, But with that some number of progress representations of progress are the second properties of the progress of the pr an see it breaks up. It looks cheap and horr-ie, and you'd expect they'd be willing to invest halever into the arcade system, but they did-"c, and we do. The M2 will deliver that higher yel of performance. level of performance. So, If you look at the cars in Deytons, when you go around a turn, if looks the lith blook end of the go around a turn, if looks the lith blook end of the heat. Their's because of the lack of lithering and min-mapping and the smooth S-D curves, so on Mg. instead of jumping over a pixel on the screen, we'd shade part of some pixels and part of other pixels and it would look real.

TF: Your performance will vary depending on the size of the polygons. If you've get 750,000 polygons that are the size of the screen, you eventually can't hendle it... but why would you want to? If depends on the size and complexity JS: You can do 750,000 small polygons, and you want to do smell ones to make things look curved and 3-D and realistic. What people will tend to do is create more objects and use smaller polygons to make things more real.

do, but won't actually happen in a jamme?
TE: You can do thet in a red game. Agein, the
numbers are going to very, down to an order of
numbers are going to very, down to an order of
teal intelligence and you're pointing what com-peting characters are doing, you're going to
spend more of the machine's resources on that
than graphics. It's a trade-off for the developer.
The MZ provides a set of resources: we can ne his provides a set of resources - we can scode MPEG, we can do 3-0 graphics, we can processing, we can do audio - and that's part the task of the developer, figuring out, "What yes me the offect I want? Where do I spend ese resources?" What we try to do is create

mese resources? What we my to do is create the most powerful tools possible so that in as few instances as possible the developer runs up against the limitetions of the machine. sparred the immediate of the machine, and Saturn Carl Schiller Brightstand and Saturn Carl Schiller Brightstand (Brightstand Saturn Carl Schiller Brightstand (Brightstand Saturn Carl Schiller Brightstand (Brightstand Saturn Carl Wire Google Brightstand (Brightstand Saturn Carl Wire Google Brightstand (Brightstand Saturn Carl Wire Google Brightstand (Brightstand Saturn Carl Wire Saturn Carl Wire Saturn Carl Satu there. We can actually make the light-source oried. We can actuary make the light-source oriculations on the fly, but that takes away fr the general CPU performance of M2. GF: So the M2 has a whole shanning list of 5 GF: So the M2 has a whole shopping list of fea tures from which the developer can choose some which impact performance, some which

JS: Right. We use a new kind of memory, syn JS: Hight. We use a new lind of memory, syn-chronicus memory, which gives us 12 times the RAM speed of either our current hardware or the compellions. So when you do these things on Not described the second of the com-pellion of the compellion of the compellion of the things of the compellion of the compellion of the we can push around 100,000,000 pixels around the display per second, and theirs a whole sot of graphic information.

Next Gen FMV

ies. F: The demo you saw was real MPEG be in: The define you saw was lear he coloring to be coded in real time onto a sphere with a light course shining onto it with a glistening affect... ust that simple sphere with the MPEG on it, you and put that on any of the current platforms. We can decode multiple streams of MPEG invultaneously, and we can decode streams hat are four times the resolution and very close of MPEG 2 quality.

use of the low-ris mode?

TF: The developer has to decide what porson of the data rate coming off the disc they want to No.: Even in the low-res mode we're still better an Opera because of the filtering method... its is very close to NTSC, but not quite, but can

high-res mode. The other overriding lactor is memory space. It takes memory to store tex-tures, and if you're working in the higher resolu-tion mode, you want some high-res textures to tion mode, you want some night-resiscourses to go with it.
RJ: it's fortuitious that John mentions Myst, because imagine the interectivity of Doom and the graphical beauty of Myst, that's what M2's going to be able to do. To add something to the display resolutions, they're all configurable, and my guess is we'll see a lot of games in the 320x480 mode. Horizontally, television is very lorgiving... it's very naturally soft, so 640 is not

that much of an improvement over 320. But ver-tically, you can see the steps on television, so a lot of games will double up the resolution vartically to get the most smooth-looking image, but they won't spend the RAM and the processing 2-D games better than they were on C DN: M2's 2-D games will be significant than Opera. Opera had some del there, and M2 doesn't have

there, and M2 docent have those deficiencies. It will be way better relative to Opera... and will be the veryone else as well. RJ. Plus we have some support but into the system that we give to developers, that will make it very easy for them to develop 2- D gome on the Mcsystem. The property of the place is the support in place. They don't have to do as the work they do not be the support in they do not be the work.

on't have to do all the work works boat have hop do in 30 land.

S. Obviously 12 times the profession of the more of the control of the contr

W: In Opera, you had to send everything to the indware, which slowed down the CPU, so win if you did 2-D, you still had to do a lot of in it you did 2-D, you still had to do it lift of cell angine stuff, even though you didn't need it. On Opera, because we didn't think there would be a tot of 2-D games, we didn't allow the engine to run in the shortout mode, as to spenik. We learned from our mistake, and with NZ, we don't have to send the tors of stuff you normally associate with the tors of stuff you normally associate with the stuff of the stuff of the stuff of the tors of stuff you normally associate with the stuff of stuff of

3-D, you can send fewer things, which again makes the CPU run faster.

GF: So that would translate into what in Just more stuff, however you went to put It.

GF: One example was that Super Street
Fighter II Turbe on the 3DO didn't have the
parallet multi-socialing of the arcade or even
the previous SNES and Genesis versions of
the game. Is this the type of thing that will
be corrected on ME?

JS: And actually the Z-Buffering, which at first we think of as a 3-D tool, would fix that

first we think of as a 3-D tool, would for that problem. Many of M2's Features can be applied to both 3-D and 2-D. RY. Imagine Gevorabne on M2. Graphically Gev is very besufful on Operin, and it would have that much more beauty, broader cool or space, sollar, importing entitles on the more bending objects into the backgrounds - stuff like that. Even though you're in 20 land you can use these capabilities to add a 3-D feet. lities to add a 3-D is can use mese capacities to add a 3-b ter-where, instead of a flat appearance, you can add some depth to the buildings the lizard is crawling on. This gives it a three-dimensional quality without actually turning it into a 3-D

M2 vs. NU64

GF: How do you think M2 stacks up to the com 36: How do you think M2 stacks up to the com-petition, most specifically the Utm 64 is not IS: It's hard to say because the Utm 64 is not sut. But the more smooth, curved, it. 3-0 ypee of things you're doing, the faster the M2 is compared to the Utm 64. This is pertially secause of the kinds of memory the U64 uses. For Gex's and those types of games the Ultra is fine. It can do true 3-D, absolutely, but it just

RU: Plus every report I've heard is that Ultra is cartridge-based and won't heve a CD drive. To create the kind of experience you'd got from an M2 game, in e cartridge-based system, the soft-were's going to cost you \$1,000 or \$2,000 per

They just won't have the quality of M2.









3 D O

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ANALES NO.



NICK ROX The best 3DO game so far ! (but too hard)

BLADS: FURGE

m not a hig lan of the 300; I can think of no game for the lant that I actually wanted to sit down with and plagif own. Though obscessly hard and of times rather leass, Bladdorce is enquesticeably the best 300 game both technically and in game design.

From whall coold eather from the hizerry, yet heastfull Clinton, the year is 2110, and the place is a futuristic city intended to the place is a futuristic city of the place is a futuristic city of the place is a futuristic city of the graph of the gra

helious criminals to justice?
To eid yee is your

called Dr. Graber bas desinced the "Heliged," a high-to hecole designed to monouver to dif directions... just be careful not to raise your arms too high, GK? The geme's objective sounds sample occupit. Gestroy the

lehysimbles zenes. Toe con each level, hat you won't be able by directly to the hoss in each level, hat you won't be able to deleat him entil you destroy verious locations such a newer pleats, women dumps and powerators, which weaks the enemy drones and the lower the bast; like ker, by tak

the enemy fronts and the lower he boas. He her, by Laking out penerates, hore liefs will disciples, ellewing was to power-up your machine gun and reach out-of-the-way, but completely necessary power-was her beatth, extra missister and teel. Your heel rans out lein't quickly, and when i first hogan ploying the seme. I frequently to repel ell dead if one plummeted to e grad.

larget all desait to set jummeted to a gradmany liny dents. Decrease in the instace design Chaice of gloles you e palty lose lives to bely with and no considerace, you have to take the seems slowly, inclinely war war around correct to good ensemis neter they sand you and reintenbering where to war around correct to good ensemis the conded beath globes are located to the measure of the seems of the seems of the seems of corrections.

the beautiousy lexiting mapping locates, in this just lan't to be if you want to get a where in the gome.

The graphics are doubtless the best or the graphics are doubtless the graphics are doubtless.

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ome people are sold to get motion-sickness from play
the game! On the graphic down-side, i
first ten lovels look disturble
althe; only around the toe
de they radice
change.

de they radicel change. Bledelorce's herd rocks soundtrach fits the gam

an lover end e helf to coplete, it can ent incredibly in to. The sound effects are good enough, though eathcied, and the veice-evers during the Phily sequences a remely well-acted.

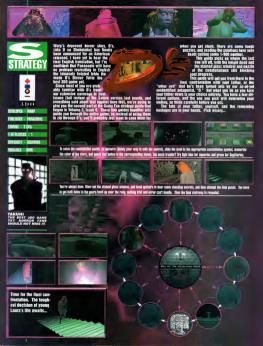
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what's going on in the lower portion of the screen... I we dor why your cheracter wash I made transparent or sor thing? At any rate, Eladelorce has given me both that the 3 classify any production of the source o

ocinally can produce o quality game playing experienc Just imagina what these programmers could do on the P - MICK ROX









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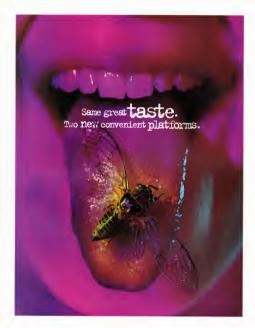


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and sound effects mean Major attitude. the remote control. But hev. only wussies worry about













able on the Sega Saturn and the Fig. Station game compole.















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PREVIEW











HANDS PORTAB

















reproduced with great attention to EWJ's second male strongpoint is prise the test music I've ever bea scores are ell there, and amazingh are the booming reports and voice

enough, five only major sounds mission minimples, grou're a Game olong it be one flow think, coax i jum 2 oo the tin' better.







THE PROPERTY OF THE SUB-OF PLATFIELD CONTROL OF PLATFIELD CONTROL OT PLATFIELD CONTROL OF PLATFIELD CONTROL OT PL

leg cartoon lineage, a killing toy jines, and Mass succinstiffly delibered his Zanya andics in a soon-totrileased seemal to the ob-so-cool EWA for the Genesis are Super Nes. Set Julin lairs. there's mere. Slap mer eround an cell me Susse, it's Jim on the Gamebay! First off, telm so sy had this is in one way some lame bet haked translation. It plays and feels every shill like the Benesis and Super Nos versienes, othoogh of limes the co-

the state of the s

All the othra-cool stages have been done to near perfecti lectuating. Jim's bight paced race against Paycrew in Stages were need was coold forcept bases buspee-implication with Major Mecas. And all this excitement on the Gemebu When I've Dannis it? Remember gemers. Belieber meens portable power we Serthwarm Jim on the Gametey and Gamegaer.











rio's Dream Tennis

Mano Soliaso was the first virtual boy page I ever experienced and to this by can hold my allegtion for bonus. The three dimensional effect is cur-ried and extremate well allowing you across the han clanes. MC is his on both stuffered action and strategy, and its stationary playfield pro-vides a good stamping ground for first time users. MS1 only downtack is diversity on there are any White sol a particularly leaded Tennis geme when it comes to options (it's strictly one player action) Maria's Tennis is a great playing and Santastic ng gaine. The environments are by a joy to play on and the control od on. Aryone can pick up this les by died in the contrate. I'll tell you con thing



Oh yak, here's the one gome you just gots' have. It would be encopil just hoving an overage shader to go along with these shanning 3D worker graphics, bel instead you get a parall sheel- or complete with varying termin, hope hirtising levels, and entitie manns to slay ho erge revising veves, are make reason to say popu-ce. Thret comera angles plus great voice and ben-combion to equal 20 shooting power. Imagine a tes-tered grows is a similar weis. Yax did buy ton of

Telero boxer... now here's a game I can live without. Face of Pusch-cut may be mildly amesed by the nimiter style action and OK 30, but this is not what I'm lookso, but this is not what i is soon-leg for is a virtual experience. The complicat-ed controls coupled with the instance pace made me suts. A VF style game in 30 is a pecad for the MR

Gatactic Pizboll, white spenewhal ing at first, nover really goes here spectacoler. Most of the levels are devoid of any real enforsect. Da the positive side, the 3D officets are very impressive and the creas are each very anetive but recer "shoff" is needed to make plo-half an event. I suppose it was love ploball you'll amoy, otherwise, pass

Mane's aguither most owe game. Vertical Force takes some gelding used to with its matilitievel game play on accept and descent costs that once you do, you'll be booked.

Whiczene to paneliza beaver. This is as original a shooter I've seen is many recors. While it's bank it's not impossible, Leoning bow to deal with everything is 30 is belt the fas beer, the great graphics and exence is the other helt. Do not miss this

I've sever been a tan of any type of sports game, but this game truly held you attember, and was, well, atfor, Really tox, in fact. The actions for. Rashly lea, in fact. The activery level and affirm-sierpla july controls active may professive, and the liaz-serolling controls active may professive, and the liaz-serolling corts are triefy a filting of inzusely – playing powers in 3-D is greate be point july. If there is Team is a 3-D is greate be point, and the leastly be the best We gime on fac. Ever see, find Alorne just barrely house III. — what a peod-laif

For me, the ever and enty reason to buy a firtual floy so he in Bed Alarm Tria is bir-sity, non at the best games I has ever strong and it's not only a leach 50e. It's proyed and it's not only a tacch but, by T&E Self! How did T&E, one of the m harder developers on the face of the plan

el and game design is a step beyond pole. ven if you know the year ar an lieve il regolves le gel e e dauble-wad gantoni, or if you're a Rietenda bevine

I dee't like plaball, (though I may saley the EXTREMELY rare David's only and even in true 3-0 it does solutely nothing for me. The signers attempted to create some gamplay that wattles a three-disactional arriva years. We home stopes to which you have to desir-incoming asteroids, but on the whole, I recomme

gly that you do not go anywhere sess olic Piebell

on Setts Rest VR Boy gon sel Farce, While VF Gonza'l or the power of Rad Alene, It's set one of the best lettici efterlags. Once

oad in the earl neish brienty play inschanics.
I'm nare you'll find that not only is the 30 affect stan-alog but that you're playing a really good shootes to go meetic hosses and wave after wave of till escenios. scatten about is firm red in quite the pieth

















GA SATURN













After Teito's last shooting excersion in pale, Zeitgeist, I was out expecting Layer Section to be this good. Dispitate somewhat promoteraphic IIII. 15. (A translation of the Japan-only arcade shooter flay Force) is almost exactly while i expected of a 2-5 shooter flay force is almost exactly powerful 32-bit effects, much parallax, and piles of shooter its electric state.

request Project-like letterbezed mode and tuil-screen mode, la which you have to set your TV on its side to play asormaily. You can illy poer controls to play Layer Section as a side-screller, but this can get controls, especially if you're used to playing it apright.

Grant Carlotte.

The mark Lay and the layer than the part of the layer than the part of the layer than the laye The effects in Layer Section are certainly basutifut, but

SEGA SATURN

esciouseess." The des of play in LS























The state of the s

and sylam) the cytaic and pulses ownames uncline somewhat are the times, especially the best music, were actually quite good, most part, I was left welling with disenchantment whonever a pr annexies, Remember Hanje Warriors? How That Wass music. The annoencing power-ups odd extremely meanly atypications. He Saturn ewere should be without Layer Section. Hopefully the or excellent, not scaledic return to the ulary days of shoulding. My or

He Saturn owner should be without Layor Section. Repetully Tatle to on excellent, notableic retain to the ejory does of shortles. By or extramely myserious lact that the Saturn Mode features LESS effect large, as i'm are the goine had to literally be programmed twice ocadinaes. Still, you cannot up wrong with Tatle's latest home product.









































	The second second		
Parliacent Sature	Ayer's Ad	uentune	Publisher: Come S
			Gereleper: Game 5
A country tooking com	inimplies of polygon and co perspective NPS yet. You	synt insuly-from	prophics could make h
pint, inclosed of biocide you want recommer you	the full screen, perspect	tive chilling bette e New yis the control	rivironmosts with possi- to: for instance & ir
			ettack, S in block
			C is magic. With









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REVIEW















DEVELOPER - SOLVES
PRICIONER - DESA SPORTE
FORMAT - CO
4 OF PLAYERS - 1-2
REFECULY - INTERMEDIATE
ANALASEE - OCTUBER

CAL CAVALUE Re persisted select. World Seriest is reverbles I could have been to. Seas dien't Lames und the man a manperised U.S. verties in the man!. I was ropecially inspected with the ne-ches measurer



CHIP (see least sensor legs figure files and the legs figure for lates against Even files files and transference files and transference files fi



By Erverile basehall game on the face of the planet, Greniest Nine for the Salura, has AIREADT been Americanized succh sooner than originally articipated. hyper jeytimes if you remember my import review hack in August (97%) you know this same was, in almost every aspect, a thoroughly well-crafted and innovative.

SA-ADD speciales its No. Seas didn't screw with N. Fer U.S. hasehalf land, this truly is the game to epit basically veryfilmy's infact from the Japanese version, but enw there of U.S. Heaves and a great English evice amountcar. The first indept innevation in NSS Geometric Rev not to accidentally call the pame Greatest Nion) is the multiple

to a male and lever will the an incomparied with the land, criterously playeds 3-5 environment, We care chase L video. The course cycles through the other had related, like vise of a the considerable of the

e detailed and lecturically advonced, but fees fluid and herby-jority graphics, omplementing the graphics is without a doubt the best amounter vicks ever in a U.S. sports game. He chops I, the voice is periest and never skips at all as it calls the action just like a good play-by-play man. There are not become a proper of the property of the proper













STATE OF







43.23



M2 Interview : Continued From Page 15 my case. Eve also heard they're only going to

e two megabytes of men inge that, but The only thros we know about the Ultra

are what come out of the rumor mill, but it you want to talk about the PSY M2's performance

JS: One specific thing though is our CPU's loating-point performance is severel times the Ultra's floating point

rformance; we pret-much know that, parata from tendo end SGI, the

Son date the owners M2 ohio

nourstand, meres ome part of it that's 64-bit, but it's the old trick, ne piece of the silicon is 64-bit, but the main nta buses are only 32-bit, or something like art. Based on the available information, I think The one thing that is 64-bit inside the

5: The one thing that is 64-bit inside the consists are the address registers that are ted to address spisiters that are ted to address things in memory, but having 4-bit registers is uncless when 32 bits can obtain 32 bits can be unable only his two megabyles of memory, and the achies only his two megabyles of memory, became 32 bits on the spisiters doesn't in you with his his quality of the games, and by you his his he quality of the games, and spisiters doesn't in you will his his plan. The Unit of 4 is a first can find the can be considered and the spisiters of the spisi ing a more off-the-shelf processor. In our se, we had a custom processor made specif-

RU: A way you can think about it is there's the graphics engines and silicon that mixes togeth-er the paint, but then finally you've got to get r line paint, but then finally you've got to get ant paint out to the display, and the list slep to et it to the display is to end it through a line soon. A32-bit therbose is one thing, our ferhose twice as big as theirs. You can get that much attra data out to the display, which on matter how ou compute it. I believe intended claims are

From what we know, M2 is at least twice the formance of Litra 64.

Mystery Controller The Opera's control GF. The Opera's controller lacked diagonals, only had five man action buttons in a time when six buttons plus was already the standard, and frankly, in our opinion, was a substandard con-

The Opera controller was totally a choice

N. The Open controlled was body a choose the controlled of the con

he State of M2 F: How far elong is the M2 hardware, and that's left to be done on it if anything? S: The M2 chip set is tinalized, and develop-

ers know exactly what they're going to get. There will be no changes to the technology. GF: Most 3rd party companies are working on PS and SS games, and those who aren't are PS and SS games, and those with a service of one of the companies have allocated all of their R&D resources, who will be left to do M2 games?

TU: We learned a lot from the launch of Opera.

There are ten M2 titles in development in-house

right now. Divisionment systems were sent out to a core group of developers back in July, giving them a head start. We're unable to announce 3rd party company names at this

GF. It's generally thought that developers have an easier time making games for the PS than the SS. Since M2 is theoretically more advanced than the SS and PS combined, what are you doing to help developers meet the chal-lenges of M2?

DN. There's we things. One, we're way shead

number: d send to it is. The

graphics, so people familiar with the industry standard already know how to do M2 stuff. So again, with M2 the graphics aren't as oddball, and the tools are already there.

GF: How SGI-based is the M2 development

new

tem is still on a Mac, and the arists are using SGI's to create the original art, which they then

ont over to our system

Control and an automatical control and automatical con

onto your ankle and explains to you what he needs to explain to you, whether you like it or not. Whether or not your bladder is about to

burst and the blood is rushing to your ears, no match how loud the bethroom is calling to you. John must supplie that by you. John is a brilliant guy, and those who know him understand he's prociscularly belished, and he just won't bet go. 12 He ottelely randed Bulklog and bought this strifed balklog which is stitling in my cube right

DN: It comes with a crowbar to fend off the bull

ed the con

be?

The Neyel my Moo Gunn Player Formerly
Dhe Myel The Moor Gunn Player Formerly
Ger Personally the Interactive Multiplayer 2,
part licking. On your capped any legal enterpolments with a good accord and according to the contraction of the Control of the latter of one of
according and according to the control
ments are set of Edit He has no good out in the
many control of the control of the control
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ments are s

GF: How long will the "bit" arms race continue?

NJ: EveryOne wants a holodock.
SE: No onis sever had foo much.
GF: Well we curtainly haven?, but there gets to a point where the human a yea can only detarguish so many colors and so many fromes of aimstallor, and you run into the finite of today. Selevision sees, right?
DN: R goves preal just the video...
GF: Any your referral put series control of device when you referrally to series sort of device the series of the hardware that enhances.

which meaning?

DN: Many people forget that teleportation is not just from a starting down to a plaintife surface, just from a starting down to a plaintife surface, the force of the force of visitos, you can have on the fifor of your Every room the teleported object which comes from the main database back in

wyoming.

RU: In a recent "Scientific American" erticle they talk about this new electron technology. At the all about the time sections federalogy, A ship are or of every compared them are table and pro-duced and the section of the

to everyone for your time, and best of kick in the

DN: Wait, leave the tape running! We'll be a to find out what anyone says in here. (CLICK)



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HOT!





Mindscepe's futuristic driver in which you're tethered to the track Cybersaged looked promising.





Total NBA '96 (PS) Avail. Dec.
SCE's new PS BB game features the most repliable gameplay environment ever in a sports sim. The polyage characters and sweeping 30 tps produces near-TV quality visuals.



























VR Golf (PS) Ily, a golf game with smooth scaling and multiple camera es. Interplay's VR Golf debuts early next year.





Zero 5 (Jag) Atan's 350 degree poly shooter. Zero 5, looked wickedly promising. But the question is, as always... when?





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whole slee of Sega news. Word over the streets in Tokyo is that Sega (Jappa) and SHK (Japan) are negoti-ating cross-platform licensing. Under the terms of the potential ven-ture. SHK would be able to release current or future Sega games on the Neo-Geo, and likewise Sega world be able to release surrent or future to release surrent or future. o+Geo cames on the Satu deal is still under consideration; sta

AND a major Sega M2 Deat?... Next up is a ruescred (and I do mean relimping. Use One Solonas was cut there) long-term arrangement between Sepa and Mubusuhita (the parent company of Panisomic, the first and most widely-recognized annualcuture of 3DD bardware). Sources have binted that the big wants to outright BUY Stops of Japan. If this occurs, Matsushita would tructura Saga into a 100% dedi-

cated software developer Matsushita would then somehow merge Sega's hardware line-up with 300's feature product plans, i.e. M2 would. In some capacity represent would be some expensely expensely significant both for home and the arcades. Some eractions are some eractions of the arcades some eractions of the arcades are some and the arcades are some and the locations of the arcades are some eractions of the arcades are are also are of Sega's technology into the 300 fine would theoretically be the solu-

we will undate you if the

tion, if this deal is real. Again, this is

AND 2 New Seps Systems? 1
Cockherd Martin, a MASA contractor and makers of Suga's Model 1 and
Modif? arcade hardman. Is rumored
to have started work on a new home
pattern, Starten 2, and new accade
turdewar. Model 3. Starten 2 its ead
to be a brand new, stand-stone, debot machine. The unit is rumored to

2 in development but is also talking to Matsushita, many tactors are up in the air.

t since the hardware has to be fin stied by the and of this will be possible. Sur Lockneed is internally targe million polys, and that will a by be the final number.

M2: 0-Day is Coming

Here are a list of some of the most current games planned for the M2 Descent 2. Clay Fighter III, Mortal Kombat 3. Realms of Valor, Disruptor 7. Too Gun. Return Fire 2. Road Rish Iran Blood Wing Commande Other possibilities include Midway's War Gods (which is now rumored to be using the M2 hardware for the



notice version), the sequel to Ds Juner (which is now in real-time 3-D), Men Trilogy, and possibly The Crow by Accinion. The M2's release date is still said to be very close to the Ultra 64's this April 196

be termally unveiling the Japanes Ultra 64, now emitted Nintend (the Japanese Ultra was origin going to be called Ultra Famicom,

goods to be caused curs reamoum, our due to copyright entangiements with a company who already had the word 'Utra' I radomarked, Minternade was forced to change the mome? At this show will be the Netendook flastif, the Bully Drive, and the Utila com-tain the state of the Company of the display, and over 10 physible games.

are hoping) to see: Killer Instinct 2, Top Gun, Ultra Mario Bros., Final Fantasy 7, and Mario Karl 2, Mso at the Shoshinkoi. Mintendo will be GIV-ING AWAY 100 Littra 64 units along

or the Ultra 64 Memory Card. Yes the memory card goes in the con-roller, not the system, as was previously expected. Of course, we'll be here with cameras a-bloom.

More NUSE Games
Here's a quick rundown of other
Ultra-games currently in development. Nintendo's most Zeida sequin which as offsix months ago was all destined for the SNES has be upgraded to NU64 status and is ca tly 50% complete. Shi Myamoto test it wiser to spend to extra time bringing Zelda to the Uff since by the time it would be cut

plete, everyone would be clar for the 64-bit system. The news here is that of and game layout are already so plete. All that has to be done is create NU64 game graphics. It should be finished by May of sting the game out in the same as reported previously right he Also in the works is the sequel to aunch of Litra 64. According to a riend of mine at Bare, condapt and lesign have begun on Utra Dunkey

Korp. Programming should sumptime early next year and game should be released in 97. game should be released in "at," Virgin has confirmed to mit their first NU64 project is Stacker, a parzes game shoted for release next summer. Enix is another company who is said to be making this agames, their first

title is supposedly a 3-D action/RPG being made by Gootet, the same tram that brought us SoulBlazer Another big announcement is the official confirmation that LucasAris-hastways were on NUEA-reclusive game entitled Shadows of the Empire. This nation game is hasted on the Star Wers series, but it learns they concern a whole new story. The most streeting has a whole new story. The most streeting news is that Generalized in the Star Wers series but it learns new control to the story. The most streeting news

that George Lucas is reported supervising the development Shadows should be out in the 3rd

A source returning from the recent ECTS in England informed me that the hot rumor going around was that

Ahrns, Physic 92X and about a bir-lion other littlest for 50 million gounds (\$80 million U.S.). I imagine

Capation Updates

Last month we reported that according to a very knowledgeable

source, Street Fighter III will appear exclusively on the Ultra 64 for only year. Well a Gapcom U.S.A. representative called to emphatically den-this and state (without mentioning any specifics) that Capcom would no lock itself into just one platform in multiple platforms. We now lave two extremely conflicting reports on the subject, both according to reliable sources; which is the treth?

Also, to some sad Capcon news, Capcon of Japan recently fails of 200 employs due to cash flow problems. Pages at Capcon have hinted that with all of the toverstocking of product at their main wavehouses (mainly comprised of too many copies of the various SFZ's for home systems), the company needed to cut costs to recover from its losses. We certainly wish Capcoin the best of luck lind a width Lappcon our uses as we were speedy burneround to any problems. Nothing a 32-bit Ghouls and Ghosts wouldn't cure I'm asset. On a brigatier rode. Capcom will taken Toolshinder 2 to arcades every-where hits Howtester under the Capcom issue. Don't expect Capcom

penn name. Don respectives howerer (Takara/Sony/whoever will)
responsible for the PS version who releases in Japan this December and in the U.S. in the 2nd quality of '96'

Recently, Glaf Claisson, Som North America's president, resigned from office. First Steve, now Otal. Sony's obviously experiencing some

proving points, cause a-growin' they are. The PlayStation sold 100,000 units the day it released! In reaction to our Story Race interview, (in resigned just days later, maybe w shouldn't have coased him to days in the fountain) we have reco





Dear Postmeister, I am writing in copy to the interview you guys conducted with Steve Race, of SCEA. I really liked it until resident of SCEA. I really liked it until got to the part where he explains why they were falling to released *Motor* Toon in the U.S. He said that the game sile." and there were so s that "don't make a lot of to the American mentality he think he is to judge the mentality? It is people like him that prevent us from getting those

(Derrick Kaefman, Lombard, IL)

Dear Postmoister, Please direct this letter to Steve Race: president of Sony Computer Entertainment of America. After reading the Septemb

mese carts that we deserve...

ter reading the September issue of neFan, I was compelled to say some ng beceuse you seem to want to know what your customers ere thi ing... om a 21 year old who has put Station on reserve two days ego. I'm personeny ene-chase it because I believe your system is a viable elternative to Sega and Mintenda, who have developed, over the years, distasteful habits. After reading the certifiers for Battle Areas Toshinden, lection to fell o. I'm personelly choosing to pu ase it because I believe your sys the reviews for Battle Arena Toshind I realized that you're starting to fell into that pit as well. THIS NONSENSI

MUST ST (Mercus Jones, Bronx, NY)

Oear Postmeistor,

I've already pre-purchased my PleyStation and heve the etmost respect for Sony. Remerks made by respect for Sony. Remerks made by SCEA President Stove Race, however, have me concerned that Sony may have usurped Nintondo just so they can take their infamous place on the consurship throno. The difference is Sony's brand of consorship is totally unnecessary!

When I learned that Battle Arena ien's voices had been changed, t practically took a fit. Eve end dozens of butchered games for Super Nintendo... And all these chered games for the se ab ties were committed in the name of

ries were committed in the liame of "doing the best to satisfy the tastes of North American gemers." Now Steve Rece has adopted that same mandate end plains to make "changes" to Jumpling Flash next... (Khari Teylor, Brempton, Ontario)

Wow! It seems that Steve Race's nts have crystallized a lot of the

comments have crystalized a lot of it dissatisfaction towards American gan changes, and we've received a pile of letters on that issue this month. First off, let me apologize to the writers of se last three letters for editing their rs down so much. I wish I co t every word of every letter we got on that matter, but we have nowhere

in that matter, but we have howhere lear enough space for that. Improving games is one thing, like outling the arranged soundtrack in Oshinden, but the word

icanization" seems to draw nothing but disdain from our readers, and everyone here at Game Fan. Luckily, the changes to Jumping Flash were subtle - just a bit less voice and a bit more ficulty. I can only hope future Son eases will fare that well... As you hay have heard. Steve Race has parted ways with SCEA, so let's hope that his eplacement gives this matter a LOT of

We must also remember that Sony is definitely not alone in their sha le hear the new soundtrack Cyber Speedway (formal) to Sega's Cyber Speedway (for known as Gran Chaser),... 1 do on't ev want to think about how much mall P4

get...

Dear Posty.

What a great day this has been! I've finally managed to get my hands on the latest issue of Gamefan (August '95) and, le and behold, it's check full o' l, le and bendid, it's chock of urn codes, reviews, and best of all, views, like those two pages of bliss, 38 & 39. But the real reason for my

38 & 39. But the real reason for my happiness is the Spanes an the Action PRO, and Strategy IPVS II has been pages in the categories of RPC, and Strategy IPVS II has been provided by the Action Report Spanes Important Properties of the Action Reports Spanes Important Properties of the Action Reports, and Legend of There are all being developed at the same time? RPCS will finely be quenched?
And all the 3-9 staff coming set too... And all the 3-B stuff coming out too... Hang On GP, end Gran Chaser, end, uh,

g of the Mountain Pass Spirits (uh .), just to nemo e few, ere pr that the Saturn con do excellent 3 just like I knew it could... But the moont of 3-0 stuff coming out for amount of 3-9 state coming out of the lendslide of vory impressive 3-9 stuff for PlayStation. I don't understand this. I know that Saturn is (unfortunately) inferior to PlayStation in terms of dis-played polypons/sec, but developers act like it's a Genesis and can't handle polygons at oll. What's going on? is it that these wipps are afraid to oven try good 3-D on the Saturn? Or are they arraid that Saturn's gonna flop? (Perist the thought... I just spent \$400 on this

Une last question: Is this new Homad hendheld by Sega going to be essentici-ly a Genesis, or is it going to be a 16-bit ly a Leness, or is rigoring to see system that's compatible with Genesis titles, but has greater capabilities? Please tell me this is a new and improved system with backwards com-patibility! This meager 64-color palet isn't bitting the snat environce!!!

isn't hitting the spot enymore!!! (Seen "Maverick" Betler, Cleveland, OH)



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seed. So thing is write single. The Fig States appeals are as 2.9, to enjoyer seed to asset but 2.9 produces as the 2.9 produces as 2.9, to enjoyer seed to asset but 2.9 produces as the 2.9, and their 5.9 as the States. Though these might not be much consist in turns of assettly, the quality is dead in particular their seeds as the seed of the seeds as the seed of the seeds as th

Dear Postmeistor, Dest Périmistics, Paris I que for peur azcelleul surk a Firmi I na companial que for peur azcelleul surk a Firmi I na companial que paris a la appiga a la lha Q4 and i nes vousiering it there was quing to les let et RPCs restallable in los maer futures. As for the Super HS, 40 Square and Enit have any plans for 1995? Is Secret of Mana 2 and Romancing Sand 3 (or the their 2 Sangin goles to make it to the US? When Wil Secret of Eventure or Breath or First 2 has variable? And Teachy will East's Creation of the Company of th Heaven and Earth ever make it to the U.S.? Well, thanks for your time and keep up the good work on your excellent



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Mixed news on the RPG front, as always. Final Fantasy and Zeida will be coming for the Ultra-64, but other than that, we have no titles we ca announce... but you can bet that Enix is

announce... but you can bet mat ank is hard at work trying to show up Square.
Mana 2 will be coming here, but not 'til naxt year. Enix doesn't want to take too much attontion away from Evermore. The Romancing Saga series, baautiful apics, each and every one of 'one complete with Square graphics. beauting spics, exich and erraly one of 'em, complete with Square graphics, Square misslc, and Square stories, seems destined to waste away in Japan. Maybe we'll stick that into next month's RPG speciel, just so you know what you're missing. 3's coming in

Japan on 11/11, BTW, Evermore and oth of Fire 2 should be out are the time you read this. Enlx's Creation of Heaven and Earth, called Tenchi Sozo in Japan, and to be called "Genesis" here, is on target for an early '96 release, also look for Dragon Warrior 5 (DO6 in Japan) next year.

Quick Answers:

"So," asked no less than 7 different so, asked on less time? or invent readers this month, "is G-Graft reality a part of Squore?" Well, not reality. The connection is this: Squore formed G-Craft as on independent company, retains a sizeable emount of ownership of them, not give them their first job. Howover, they're free to develop games for whomever they wish. They have no injusts to any Squere games, not even Front Mission (which they made), and could not bring Squere games, to other pictforms. However, they've learned from the best, and their first live creations, Front Mission and Are the test, show serious tuture patential. Front Mission: Gan M for whomever they wish. They have no

What shout Illing Killer Instinct? All what about Ultra Ailler Instinet? Ah, if I had en include for every time I was asked that one, why, I'd have... um... 35 cents. Okey, well, anyway, NO! There will be no Killer Instinct I for the Ultra! It's an SHES exclusive. And, believe it or not, there ere ne plens te release Killer 2 to the arcades. As of right now, it'll be an Ultra exclusive.

Another common Ultra question... How come wa said 100,000 polygons/second n earlier issues, but 600,000 now? Simply put, the 100,000 was the target Igure Nintendo olmed at when first developing the hardware, 2 years of 600,000 is the performance mark of iware, 2 years oge

We've had a couple questions about the new Saturn operating system.

the new Saturn operating system.

People are wondering it this is on
attachment you have to buy, something
that is only in newly made Saturns, or
something that is put on the games
themselves, and loaded into the hardrom there. The correct answer? Nene of the shove. It's actually just something for development systems, that developers can use to make far better 3-0, and do it easier. Check or Sega Raily for the first example of its

wer. But the point is, it's not some og eny herdware owners will have to worry ebeut.

ian Justin of Sunderland, MD, asks what's up with Ultra Doom. In short, it's an original Doom game, not a translation of 1 or 2 on the PC, and will be a launch title for the American Ultra.

Anron Louvern Herris (Mobile, AL) wents to know why he cen't find the often-featured-in-Game-Fen *Skoleton Krew* enywhere. Unfortueetely, US Gold didn't have as much confidence le the game as we did, and produced supe ited quentities, which sold out fast If you went to fied one, you'll probably have to check outside of majestream rotall chennels, such as mall order or specialty stores. It's worth the hassle,

believe me.

To Daniel Kerdoll, writing a 3-pager oil the wey from Uppsalo, Sweden, I wish I had the space to print your whole nove... er, letter, which we all enjoyed greatly. I can't tell you if Virtue Striker is Saturn bound, but a very similer-look-ing ST-V Seccer game is coming for the ing ST-V Seccer geme is coming for th Saturn, as is Saga International Victor Goal, which should have all the real Euro-players you're looking fer.

Jamasoe Finn (Semicele, FL) asked about the final Neo*Goo CD release plens. After many changes, SNK will now be releasing a single-speed (Ugh State). now be releasing a single-speed (Ugn: Singlel) drive for \$399, in Novomber er December. Look for maybe, hopefully, possibly (Dore I dreem?) King of Fighters '95 as the pock-ie.

Also, "Gonan," you can pley PleyStation game CD's on reguler CD loyers to hear the music, but only if it's ectuelly recorded on the CD, end not streemed (as is often the case).

Chris Davis (Livermore, CA) wants to know how Street Fighter Alpha and Street Fighter: the Movie are doing in the ercades. While SF.TM sinks fast, a is currently #1, proving con sively that there is justice to the world.

To Angel Rundaflores, of Flagstaff, Arizona, the Bulky Drive (for Ultra) has a capacity of 130 megabytes, or 1040 megabits (cartridge games are measured in megabits)

That's ell for this month, I wish I had the space and time to answer all of your questions... I really eppreciate all the kind words, especially the understanding end condolonces obout the September issue locident. Keep writ-ing, all, I'll see ye next month.



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